subLOGIC
Japan Scenery Disk

Tokyo & Osaka Area

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Introduction

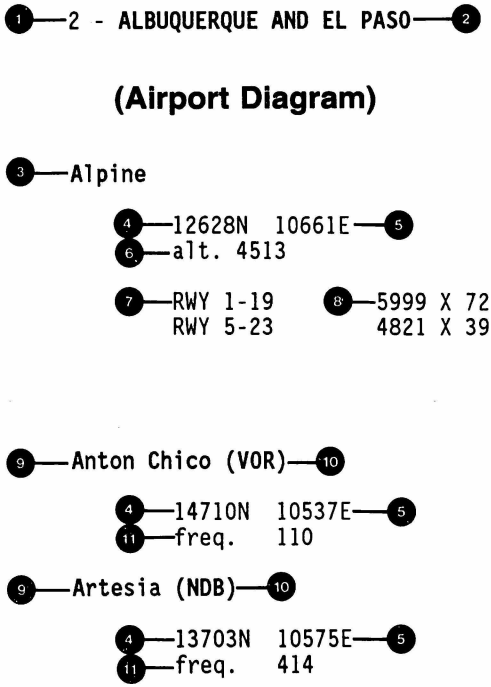
SubLOGIC Scenery Disks are an enhancement designed to expand the potential flying environment of Flight Simulator II and other SubLOGIC flight simulation programs. You must have Flight Simulator II, Microsoft Flight Simulator, or Jet in order to use a Scenery Disk.

This Japan Scenery Disk (SD) covers the area from Tokyo to Osaka in great detail, and is appropriate for both visual flight sight-seeing and VFR or IFR cross-country navigation. Highlights of the Japanese scenery area include a highly-detailed rendition of downtown Tokyo (with Tokyo Tower, Palace grounds, and canal network), Mt. Fuji, the Shin Kansen bullet train network, and Osakajo castle. All mountains, lakes, and waterways are accurately located. All airports are highly detailed; many include towers and refueling facilities. Many VOR and NDB transmitters are also included. The flying environment of this SD is shown on the accompanying chart.

If you fly off of the scenery area depicted in this Japan SD chart, you will enter the default Japan database and eventually fly out of range of all radio aids.

Reading a Sectional Directory

This Japan SD sectional directory lists all available airports in alphabetical order, followed by all radio-nav aids. Each airport listing includes a detailed diagram of the airport as it appears on the disk. Airport and radio-nav aid listings are organized as follows:



1	Page number
2	Sectional name
3	Airport name
4	North coordinate
5	East coordinate
6	Altitude in feet
7	Runway Designator, number
8	Runway dimensions in feet
9	Radio Aid name
10	Radio Aid type designator
11	Radio Aid frequency

The vertical sides of each airport diagram align with magnetic north. Magnetic north is the direction you are pointing when your magnetic compass reads 0. Each sectional map's VOR needles point toward magnetic north. The sides of the map align with true north. This is consistent with NOAA sectionals.

Using this Scenery Disk with Flight Simulator II

Load Flight Simulator II in the usual way. When the program has finished loading, enter the simulator's program editor as described in your operating manual and set the NORTH and EAST coordinates of the airport you've chosen from the directory for the region you'd like to explore (set ALTITUDE to 0). Exit the editor, remove the FS2 disk and insert the Japan Scenery Disk. Next, press CTRL E and wait for a menu to appear. This menu page lists the names of the sectionals included on the Scenery Disk. Press any key to exit, and you should find yourself at the airport you've selected. If no scenery is visible, go into radar mode and zoom out to determine your approximate location. You should be able to zoom all the way out and view the entire Japan database, complete with coastal outlines. Re-enter the program editor and double-check your coordinates, making sure that both NORTH and EAST coordinates are correct.

When you find yourself at the airport you've selected, it may be a good idea to save your position to a User Mode (see User Mode Library in the FS2 Pilot's Operating Handbook). This way, if you crash, you will be returned to the selected airport. Otherwise you will be returned to a preset location far away from the Japan scenery area.

IMPORTANT - If you want to change Scenery Disks or go back to the scenery on the FS2 disk, you must log-in the new disk by pressing CTRL E. If you do not log-in the new disk, you will not get the new scenery and you will risk causing a disk load error.

Using a Scenery Disk with Microsoft Flight Simulator (IBM PC Versions)

Load Flight Simulator in the usual way. When you want to switch to a Scenery Disk, remove the Flight Simulator disk and insert the appropriate Scenery Disk. Press CTRL E. This will log-in the disk. A message will appear on the screen identifying the names of the sectional areas contained on the disk.

The first Scenery Disk log-in automatically checks to see if you have the most recent version of Flight Simulator. If you don't, the program updates Flight Simulator in memory. When this happens, your flight coordinates are set back to the Chicago area. This will only happen on the first Scenery Disk log-in of the session. After the first log-in, your flight coordinates and conditions will carry over as you change Scenery Disks while flying.

After logging in the first Scenery Disk, you can fly or slew through all of the scenery on the disk. You can freely exchange Scenery Disks as you fly to new areas. Press CTRL E to log-in the new area when you switch disks. If you fail to log-in a new Scenery Disk after inserting it, it will be automatically logged in when the disk is accessed. The log-in message will appear after every manual or automatic log-in.

Using the Microsoft Flight Simulator Disk as a Scenery Disk

The Flight Simulator disk contains all of the usual scenery for the Chicago, Seattle, Los Angeles, and New York areas. You can insert this disk and log it in as you would any other Scenery Disk to fly in these areas. This applies to Jet as well as Flight Simulator.

Special Note for IBM PC Flight Simulator Version 2.0

Very few copies of Version 2.0 exist. You most likely have Version 2.1, 2.10, 2.10a, 2.12, or a later version of Microsoft Flight Simulator. Look on the disk label near the serial number area, or look on the first menu page when loading Flight Simulator. If you have Version 2.0, insert the Scenery Disk and press ESC instead of CTRL E for the first log-in of the session. After this first log-in, press CTRL E as usual to log-in new Scenery Disks. Also, never re-insert the Version 2.0 disk to use the Chicago, Seattle, Los Angeles, or New York scenery; you must re-boot Version 2.0 to return to these areas. Version 2.0 also cannot be used as a Scenery Disk for Jet.

Tandy 1000/1200/2000 Flight Simulator

Scenery Disks are compatible with the Tandy 1000/1200/2000 version of Flight Simulator. With this version, always make sure to log-in a new Scenery Disk by pressing CTRL E once the disk has been inserted. No auto-load is available on this version, and failure to log-in a new disk can cause unpredictable results when the disk is accessed after an unlogged disk change.

Special Note for Compaq 286 Users

The 1.2Mbyte floppy drives in the Compaq Deskpro 286 computer cause disk-read errors when using Scenery Disks with SubLOGIC Jet or Microsoft Flight Simulator. Here is the reason why, and how to get around it:

PROBLEM - Whenever you remove a disk from the floppy drive by turning the release lever, the diskette springs out of the drive. This spring action triggers a switch in the drive that informs the disk read/write software that you have just changed the disk. The software assumes that you are about to insert a new disk, and switches to 1.2Mbyte read mode from whatever mode it happens to be in. Jet, Flight Simulator, Scenery Disks (and many other manufacturers programs) are on 360K disks, and a read error results when the Compaq 286 tries to read them as 1.2Mbyte disks.

You can verify this for yourself using the Microsoft Flight Simulator. Boot the disk, then enter and exit the editor several times (ESC key) just to see that everything is functioning properly. Then pop the disk out of the drive, re-insert it, and try to get back into the program editor. You will get a disk read error.

SOLUTION - You can avoid this problem by tricking the disk drive into thinking that you haven't changed disks. Do this by holding the disk in place with your finger while releasing the disk-release lever. DON'T LET THE DISK POP OUT OF THE DRIVE. Then manually remove the disk and insert a Scenery Disk (or Flight Simulator as scenery for Jet). The computer will never know that you changed the disk, and everything should work fine. Remember - if you let the disk pop itself out of the drive, the switch will be activated and the drive will go into 1.2Mbyte mode, thus creating errors.

Jet Users

Scenery Disks are compatible with SubLOGIC Jet. Follow the instructions in your Jet manual for loading a Scenery Disk. Jet has no automatic log-in feature, so always make sure you return to the Jet startup menu page before inserting a new Scenery disk. Changing Scenery Disks in the middle of a Jet flight can cause unpredictable results when the disk is accessed after a disk change.

Conclusion

We intend to periodically update and improve our Scenery Disks to include more airports, radio aids, and scenery details as recommended by users. If you know of an airport (or any other detail) that should be included on future versions of these Scenery Disks, please drop us a line and include the required information ON A SEPARATE SHEET OF PAPER (so we can store it in our files). Here's what we need to know:

Airports:	NAME, CITY, & STATE LATITUDE, LONGITUDE, & ALTITUDE HEADING, LENGTH, & WIDTH of each runway
Buildings, objects:	NAME, CITY, & STATE LATITUDE, LONGITUDE, & DIMENSIONS

Pictures and postcards are also welcome, especially aerial views. If you're unable to determine the latitude and longitude for the object or airport in question, please provide a description of where the object can be located on a map. All customer correspondence is read and answered (when appropriate). And please; remember to include any scenery suggestions or information on a SEPARATE page of your letter.